NINTENDO®
POWER FLASH
SPRING 1990

MARIO'S BACK!!



Get ready! The most eagerly awaited video release of the decade is only weeks away. That's right – Super Mario Bros. 3™ arrives at a store near you in April. And it's been well worth the wait! We got our hands on a super-special secret sneak advance copy of SMB 3, and we're blown away – on and off screen. If you've been waiting for the ultimate challenge, wait no more. This is it!

The legend continues...

When Mario and Luigi first defeated Bowser they thought the Mushroom Kingdom would be free forever. But trouble reared its ugly head in the Land of Dreams and they found new skills, new powers and new triumphs there.

Now it seems The Mushroom Kingdom is only a doorway to the magical Mushroom Worlds. And Bowser's back, up to some nasty new tricks! Mario is going to have his hands full, and then some!



New enemies to defeat.

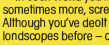
Watch out for the mini-bosses – they're Bowser's children. Koopo poopers every one.

From the punky Wendy O. Koopo to lightfooted Lemmy Koopo, these crummy brots are a mother's worst nightmare.

New worlds to conquer.

Eight Worlds await you in Super Mario Bros. 3 – Grasslond, Desert, Ocean, Giants, Sky, Ice, Pipes and Dorkworld

In each World you'll pass through 5, sometimes more, screens. Each is tough. Although you've dealt with some of these landscapes before – quicksand, ice-bergs, lava pits – they were never like this. And there's even worse to come!



GRASSLAND OVERWORLD

New ways to get ahead.

It's not all danger in the Mushroom Worlds. Here are a few places to get help along the way.

Toad's House: Toad will give you power-up items.

White Mushroom House: Get special bonus items here.

The Card Game: Turn over two identical cards and win the item or coins shown on both cards.

Treasure Ship: Full of coins, yours for the taking.

The Matching Game: Match the three puzzle parts to get extra lives.



New powers to master.

Just look what Mario can do now...

Fiery Mario: Hot times for the bad guys.

Hammer Brother Mario: Now you can throw hammers at your enemies.

Frog Mario: Makes the going easier in water.

Tanooki Mario: Looks like a bear. Fights (and flies?) like one too.



Racoon Mario: Grab the floating feather to grow a tail that can swat your enemies and help you fly.

New secrets to discover.

Breaking blocks is even better. You could discover a feather, a fireflower or a Blue P that turns blocks into coins. Even unbreakable blocks can be bumped to reveal secrets.

White floating blocks can hide items. Pink blocks act like spring-boards, helping you jump high to reach secret places.



JUMP HIGH FOR BONUS BUCKS

New challenge all the way.

That's just the start. We're still learning ourselves. (Write when you discover the Warp Zones in this game. They're tough to find.)

Remember, Super Mario Bros. 3 will be here very soon. Watch out for it – it's a killer.

VALUABLE COUPONS INSIDE

INSIDE: SUPERSPIKE V'BALL™ NES SATELLITE™ TO THE EARTH™ AND MUCH MORE!

From the top

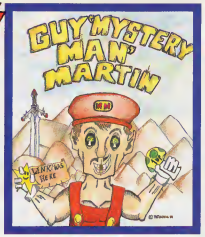
The name of the game is always new.

You've always known it. The NES is the best video system around because there's always something new.

For example, in this Power Flash we have new games like Super Mario Bros. 3 and SuperSpike V'Ball. New controllers like NES Satellite and Four Score. Plus some outstanding news...

It's the **Nintendo World Championship 1990** – 100 Game Stations, a Power Walk of NES future games, and a Competition Area where players in three different age groups can compete for truly excellent prizes.

Details are still being worked out, so stay tuned – we'll be telling you about this and everything else that's new at Nintendo very soon.



Guy Martin

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TO 2

FAVOURIT

Vote for your favo send your top picks to: Top P.O. Box 902, Station U,

1. Super Mario Bros. 2™
2. Zelda II: The Adventure of Lin
3. Dragon Warrior™
4. Mike Tyson's Punch-Out!!®
5. Super Mario Bros.®
6. Blades of Steel™
7. The Legend of Zelda®
8. Double Dragon™
9. Teenage Mutant Ninja Turtles
10. Mega Man II™

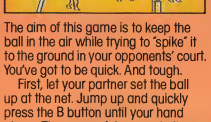
Base votes rece March 5

SNEAK PEEKS

SUPER SPIKE V'BALL™

Go head-to-head with your friends, the computer or both as Nintendo brings you the heart-pounding action of SuperSpike V'Ball, in stores now.

Spike first, spike best.



The aim of this game is to keep the ball in the air while trying to 'spike' it to the ground in your opponents' court. You've got to be quick. And tough.

First, let your partner set the ball up at the net. Jump up and quickly press the B button until your hand glows. Then press A to execute the Super Spike and pound the ball to your opponents' feet.

To defend against a Super Spike, use the Super Block. When you jump to block at the net, press the B button quickly until your hand glows and 'stuff' the ball back in your opponent's face.

The most action you've ever seen.

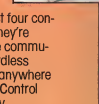
Consider your options. Play alone. Play head-to-head with a friend. Play with a friend, head-to-head against the computer. Or – get this! – play with three friends at once using the new NES Satellite or Four Score controllers. The graphics are big and bold, and you can choose your competition level, so the action is easy to follow.

So get set for beach power – get the great new NES SuperSpike V'Ball!



Four into two does go – with NES Satellite™ & Four Score!™





Now there are two great controller systems that let you and three friends play great games like SuperSpike V'Ball and (soon) NES Play Action Football at the same time!

Both the NES Satellite and NES Four Score connect four controllers to the NES. Where they're different is that the Satellite communicates with the NES by cordless infra-red. So you can put it anywhere up to fifteen feet from your Control Deck™, for ultimate flexibility.

The new NES Satellite and Four Score. Two great systems – four times the fun!

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E BULLETIN BOARD

l note: Please be very careful when you dial the o Hotline. Wrong numbers are a drag for everyone.

er, the number to call for game tips is 33-PLAY. The Hotline is open Monday to Friday, 8 a.m. Eastern Time; Saturdays from 10 a.m. to 6 p.m. For answers on equipment trouble, call collect (416) 252-GAME.

If you haven't subscribed to Nintendo Power magazine yet, call toll-free 1-800-255-3700, 7 a.m. to 1 a.m. Eastern Time, Monday through Saturday. It's just $21 for six big issues, and someone with a credit card will have to make the call.

OP
O
E GAMES

urite NES games –
o 20, Nintendo Power Club,
, Toronto, Ont. M8Z 5R5.

11. Contra™
12. Ice Hockey
13. Super Mario Bros. 3™
14. Faxanadu™
15. Bad Dudes™
16. Tetris™
17. Cobra Triangle™
18. Strider™
19. Metroid™
20. To The Earth™

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eived as of
5, 1990.

PRO'S CORNER

To The Earth™

To The Earth is fast becoming a favourite of fans ready to defend the Earth from the deadly Raggosians. It's a high action, deep space, Zapper Light Gun adventure that takes hairtrigger responses and deadly marksmanship.



Get Smart! If you shoot 3 or 4 enemy ships in a row while your energy is 100%, you will get a Smart Bomb. If you have a Smart Bomb, an indicator will appear in the lower right hand portion of the screen. Use your Gun to shoot the indicator. The Smart Bomb will activate and destroy all enemies on the screen.

PIN BOT™



Arcade pinball goes high tech!

Nintendo transports pinball into the next dimension. This kinetic chaos of flashing lights and screaming sound effects will put your every reflex to the test.

Shooting up the chute, the ball passes through the Vortex for a quick 5,000, 20,000 or 100,000 points. Then it's on to the Light Grid, with a possible shot at Pin Bot. But watch out – you may end up with 2 balls in play at the same time. You never know what'll happen next.

Check out Pin Bot – live action pinball, video excitement. A trip into the next dimension.

TETRIS™1

Subtle strategy wins the day.

Leave a single column empty. Try to build your stacks while leaving a single column empty. Then when you get a long "4-bar" tetrad, drop it into the empty slot for a Tetris.

Slide into the gap. A space at the bottom of a column isn't beyond hope. Use sideways pressure on the control pad to slide a matching piece into the gap before it can "lock" into place.



DRAGON WARRIOR™2

Finding the Flute.

To defeat the dreaded Golem you must have the Flute. To find it, first go to the village of Kol, north-east of Tantegel Castle. Walk four squares south of the baths, and SEARCH for the Flute.

Gwaelin's Love.

There's nothing like the love of a good woman. You'll find it in a tunnel, in a swamp, south of Kol. Once there you must defeat the Green Dragon, rescue Gwaelin and return her to Tantegel Castle.



Authorized Nintendo Dealers for Dragon Warrior Rebate Offer: Atlantique • The Bay • Canadian Tire • Compucentre • Consumers Distributing • Eaton's • K-Mart • Towers • Toy Us • Wickco • Zellers • All other fine retailers carrying the Nintendo Authorized Dealer logo.

Offer applies to purchases made on games bearing the Mattel logo between April 1st, 1990 and May 31, 1990. Dealers must be postmarked no later than June 30, 1990. Copies or hand drawn facsimiles of UPCs or proofs are not acceptable. Allow 6 to 8 weeks for delivery. Only one claim per game per household.

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MAIL BAG

Dear Power Club,

I have finally come to realize that the Power Glove is real. After a recent test at a downtown store, I have gone head over heels over the Power Glove. It is never what I expected. After the NES Max and the NES Advantage I thought nothing would come close to beating them. But fortunately I was wrong. The excitement that comes over you when you slip it on your forearm is never what you expect. Overall my judgement on the Power Glove is... go for it! It will make your adrenalin pump faster than it has ever pumped before.

Your number one fan,
Eric Pratt, Lasalle, Quebec

P.S. Keep coming up with block-busting Nintendo accessories.

We've had quite a few people writing in about the Power Glove, but nobody said it quite as well as you, Eric. Ever think of going into advertising?

Dear Nintendo,

We've been enjoying playing Nintendo for quite some time now and have picked up quite an assortment of games.

This Christmas our nephew gave us "Super Mario Bros. 2" for a gift. My husband could not put it away during the entire holidays. He finally mastered Wart after two weeks, but continues playing. My four-year-old son has played so much that he's better at it than I am. He can actually get past the whales in World Four.

I'm just writing to tell you that I think it's just the greatest game and am hoping you will be coming out with a Mario #3, even though it will make me a Nintendo widow.

Sharon Nickason,
Gravenhurst, Ont.

P.S. My friends just bought (the other brand) and aren't happy with it. They now want a Nintendo.

Did you say you want Super Mario Bros. 3? Well, lookee here — or, at least, look on the front cover of this Power Flash. Yup, Mario's on his way, so hang in there. As to your other concern, have you considered picking up SuperSpike V'Ball and the NES Satellite? That way the whole family could enjoy the NES <u>and</u> be together. (Sorry, there's not much we can do for your friends.)

Dear Nintendo,

We just got our Power Pad. It is so cool. I love World Class Track Meet and I can't wait until I get Super-Team Games. I hope that you make lots of games for the Power Pad.

Your biggest fan,
Robbie Green, Estevan, Sask.

P.S. Happy Birthday.

Thanks, Robbie. For those who hadn't heard, 1989 was Nintendo's 100th birthday. Now we're working on the next 100 years. Anyway, we're betting you're in great shape with all those Power Pad games. We'll do our best to come up with more for you.

THE LAST WORD

The end of another issue. Just enough time to tell you to keep your cards and letters coming and to mail all your correspondence to Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ontario M8Z 5R5. Bonsoir, everybody.

POWER CLUB Nintendo PUISSANCE

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$10 REBATE OFFER ON DRAGON WARRIOR™ II

1. Fill out the other side of this official rebate form.
2. Clip the UPC symbol from your Dragon Warrior packaging.
3. Save the cash register tape from an Authorized Dealer listed over and circle your Dragon Warrior purchase on the tape.
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$5 REBATE OFFER ON TETRIS™

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2. Clip the UPC Symbol from your Tetris packaging.
3. Save the cash register tape from an Authorized Dealer listed over and circle your Tetris purchase on the tape.
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